

REMARKS

Claims 1 to 34 were previously pending in this application. Claims 1, 2, 3, 6, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 26, 27, 29, 31, 32, 33, and 34 have been amended. Claims 24 and 28 have been cancelled without prejudice. New Claims 35 to 37 are added. The specification has been amended to correct minor mistakes. No new matter has been added via any of the amendments or additions made herein.

A two-month petition for extension of time to respond to the Office Action is submitted herewith. A check in the amount of \$418.00 is also submitted herewith to cover the cost of the one-month extension and the new claims. Please Deposit Account No. 02-1818 for any insufficiency or to credit any overpayment.

In the Office Action, the disclosure at page 8, lines 11 and 12 is object to. The specification is also objected to because the terms "component," "payline" and "wager component" are said to be synonymous. The form of Claim 6 is also objected to. Claims 1 to 3, 6, 12 to 18, 21, 22 and 24-28 were rejected under 35 U.S.C. § 103(a) as being obvious in view of Fey, Slot Machines, Liberty Bell Books ("*Fey*"). Claims 4, 5, 8, 9, 10, 11 and 19 were rejected under 35 U.S.C. § 103(a) as being obvious in view of Fey and in further view of U.S. Pat. No. 5,380,007 to Travis et al. ("*Travis*"). Claims 7, 23, 29 and 30 to 34 were rejected under 35 U.S.C. § 103(a) as being obvious in view of Fey and in further view of U.S. Pat. No. 6,334,612 to Wurz et al. ("*Wurz*").

Regarding the objected to language in the specification on page 8 at lines 9 to 12, the specification has been amended so as to clarify the invention and has also been amended so as not to add new matter. Regarding the Examiner's interpretation of the term "component," Applicant respectfully traverses such interpretation. The terms "components," "payline" and "wager component" are set forth sufficiently in the specification and it is submitted that the specification is clear. Applicant respectfully disagrees with any interpretation of these terms that limits their scope beyond the scope afforded by current law regarding the interpretation of terms used in a patent specification.

Regarding the objection to Claim 6, Applicant directs the Examiner to the amendment to the specification in the paragraph beginning at page 7, line 9. It is

respectfully submitted that this amendment, which adds no new matter, removes the basis for the objection to Claim 6.

Claim 1 as amended is directed to a gaming device that includes a controller and a plurality of awards. The controller includes means for determining an amount of a player's wager. The wager includes a plurality of different types of wagerable components. A display device is connected to the controller and the game is displayed on the display device. The game provides odds for a player winning a designated one of the awards. The odds of winning the designated award change linearly when either one or both of the different types of wagerable components of the wager changes.

Claim 1 as amended is patentably distinguished over *Fey* because *Fey* discloses a game with only one type of wager component, namely, the ability to bet one to six coins. That is, the *Fey Klondike* game allowed the player to insert from one up to six nickels each slot holding one nickel. Thus, the player can change the wager by changing the amount of the coins deposited in the slot machine. This change is a change of a single type of wagerable component. Each coin is of the same type of wagerable component. Accordingly, *Fey Klondike* does not meet the combination of elements of Claim 1 which includes a plurality of different types of wagerable components. For at least this reason, amended Claim 1 and Claims 2 to 11 that depend therefrom are each patentably distinguished over *Fey Klondike* and in condition for allowance. The obviousness rejection of Claim 4, 5 and 8 to 11 in further view of Travis and Claim 7 in view of Wurz are likewise rendered moot.

During the interview, U.S. Patent No. 6,224,483 to *Mayeroff* ("*Mayeroff*") was also discussed. Claim 1 as amended is patentably distinguished over *Mayeroff* because *Mayeroff* does not describe a game wherein the odds of winning a designated award vary linearly with a change of wager in either of or both of a plurality of different types of wagerable components. *Mayeroff* discloses allowing the player to have more spins in a bonus game based on one of three things: (1) the number of paylines played, (2) the number of credits played per payline, and (3) the particular set of symbols achieved in the base game. Number 3 is irrelevant for purposes of the present invention. Number 1, the number of paylines actually teaches away from the combination of elements of Claim 1. That is, the player's odds of achieving a bonus award increase based on the

number of paylines played in one instance because the number of paylines gives the player more opportunities to achieve a base game outcome that allows the player to enter the bonus round. *Mayeroff* then discloses allowing the player to have more spins in an award based on the number of paylines wagered. In this manner, *Mayeroff* counts the number of paylines played twice in this embodiment. An illustration of how *Mayeroff* does not provide a linear change of odds would be if a player playing *Mayeroff* wagered nine credits, one on each payline versus ten credits, five on two paylines. In the first instance, the player has much better chance of winning a bonus award because of the number of additional opportunities to enter the bonus round as well as the additional number of spins once the player enters the bonus round. Ten credits wagered on two paylines in this embodiment gives the player only two chances to enter the bonus round and, once entering the bonus round, only two chances at winning an award.

The second *Mayeroff* embodiment, namely, the bet per payline embodiment does not meet the combination of elements of Claim 1 because *Mayeroff* does not disclose the different number of spins provided for the different possible wagers per payline. *Mayeroff* at column 7, line 51 discloses that "alternatively, the number of spins on the secondary event can be determined by the number of credits wagered by the player on the paylines. For example, if the player has wagered five credits on each payline, the player would win five spins on the secondary event rotating wheels 40." *Mayeroff*, however, does not disclose how many spins the player would achieve if for example the player only wagered one credit per payline, two credits per payline, three credits per payline or four credits per payline. *Mayeroff* does not disclose, teach or suggest that it is desirable to have odds of winning an award that change linearly with the wager. Indeed, *Mayeroff* teaches away from this with the main payline embodiment. It would therefore constitute impermissible hindsight reconstruction of the art and speculation by the Office Action to assume that if *Mayeroff* were to disclose how many spins the player would get upon betting only one credit per payline that the number of spins would be linearly proportional to the number of spins provided by wagering three paylines, four paylines or five paylines.

Claims 5, 9 and 11 each include at least one odds constant. The Office Action indicated that it is well known in the art to provide odds constants. However, the Office

Action fails to provide any teaching or any support for the combination of an odds constant and the variation of different types of wagering components to produce odds for winning a particular award that vary linearly with the change in either of the different types of wager components. *Mayeroff* provides no teaching or suggestion to support this proposition. Indeed, *Mayeroff* makes no mention of an odds constant whatsoever. *Mayeroff* merely states that a number of spins in the bonus round can depend upon a number of paylines wagered or a number of credits wagered per payline. *Mayeroff* makes no suggestion that an odds constant can figure into the equation. Moreover, in *Mayeroff*, the jackpot award can be won each time, so that there is no constant as each of the different types of wagering components changes.

Accordingly, it is respectfully submitted that amended Claim 1 and Claims 2 to 11 which depend therefrom are in condition for allowance.

Amended Claim 12 is directed to a slot machine including a plurality of reels, a plurality of paylines associated with the reels, a smallest machine allowable wager on each payline, a largest machine allowable wager on each payline, and a jackpot award as an outcome of a player interactive event. The machine enables a player wagering the smallest machine allowable wager on one of the paylines to have a chance to win the jackpot award. The payout ratio of the amount wagered versus odds of winning the jackpot award is constant regardless of the number of paylines wagered and an amount wagered per payline. Claim 12 as amended is patentably distinguished over *Fey*. Claim 12 is directed to a slot machine. The *Fey Klondike* game is obviously not a slot machine. Accordingly, *Fey Klondike* cannot teach a game having a payout ratio that is constant regardless of a number of paylines wagered and an amount wagered per payline.

Claim 12 as amended is patentably distinguished over *Mayeroff*. For the same reason described above, in the embodiment where *Mayeroff* provides more spins for more paylines, the payout percentage varies obviously. Assuming one of the bonus awards in *Mayeroff* to be a jackpot award, the award is obviously much more readily achieved when the player wagers nine credits, one on each payline rather than ten credits, five on two separate paylines.

In the embodiment where *Mayeroff* discloses providing more spins for more credits per payline, the same reasoning as above applies. Because *Mayeroff* does not disclose how many spins are provided for one wager in relation to another, there is no way to know based on the disclosure of *Mayeroff* whether the game of *Mayeroff* provides an award wherein the payout ratio is constant regardless of whether the player wagers 1 credit on 1 line or 45 credits on 9 lines. To assume that *Mayeroff* teaches such a game is improper and involves hindsight and speculation. Again, *Mayeroff* expressly teaches away from this concept in its primary embodiments. Further, *Mayeroff* provides no indication that it is desirable to have a constant payout.

Accordingly, it is respectfully submitted that amended Claim 12 and Claims 13 to 14 which depend therefrom are in condition for allowance.

Amended Claim 15 is directed to a slot machine including a plurality of reels, a plurality of paylines associated with the reels, a jackpot award as an outcome of a player interactive event and odds of winning the jackpot award that increase linearly when either a bet per payline wager increases or a number of paylines wagered increases. Similar to amended Claim 12, the *Fey Klondike* game and *Mayeroff* do not disclose, teach or suggest the present invention. Accordingly, it is respectfully submitted that amended Claim 15 and Claims 16 to 17 which depend therefrom are in condition for allowance.

Claim 18 as amended is directed to a slot machine that includes and a plurality of paylines, wherein at least one award is provided and the odds of winning the award vary proportionally based on a number of the paylines played and also vary proportionally based on a number of credits wagered per payline. As discussed above, *Fey* does not disclose a slot machine having a plurality of reels and a plurality of paylines. Also as discussed above, *Mayeroff* does not teach a game wherein the odds vary proportionally based on a number of paylines played and also proportionally based on a number of credits wagered per payline. In one embodiment of *Mayeroff* the odds vary disproportionately based on the number of paylines wagered. In the other embodiment of *Mayeroff*, the patent discloses varying the odds based on the number of credits bet; however the patent does not disclose additionally varying the odds proportionally based on the bet per payline. Accordingly, it is respectfully submitted that amended Claim 18

and Claims 19 to 23 which depend therefrom are in condition for allowance. The obviousness rejection of Claim 19 in view of Travis and Claim 22 in view of Wurz are likewise rendered moot.

Applicant also respectfully disagrees with the Patent Office's analysis of Claims 21 and 22 on page 6 of the Office Action. The picture on page 19 of the *Fey* reference clearly indicates that the *Fey Klondike* machine does not have a plurality of reels, nor does the game provide a payline that operates with the reels. Further, in the Office Action, the different colors are said to represent a plurality of symbols in one part of the analysis and a payline in another part of the analysis. A single feature of the *Fey Klondike* game is used to allegedly teach two different elements of Claim 18. A symbol on a reel is not the same as a slot machine payline. Thus, the different colors on the *Fey Klondike* game may, for the sake of argument, be likened to one of these two elements, however, the feature can not be likened or used to teach both elements. Accordingly, the rejection of Claims 21 and 22 is traversed. It should be appreciated that Claims 19 to 23 have been amended solely for the purpose of avoiding § 112 rejections in light of the amendment made to independent Claim 18. That is, these amendments are not made for any narrowing purpose relating to patentability under 35 U.S.C. §§ 100, 101, 102 or 103.

Claim 25 had both been amended to include a slot machine having a plurality of reels and a payline. The player's odds of entering the bonus round change as a function of the player's wager per payline. Claim 25 as amended includes a plurality of paylines where the player's chances of succeeding in a bonus game of the base game of slot changes as the number of lines wagered changes.

Claim 25 is patentably distinguished over *Fey* for a number of reasons. First and foremost, *Fey* is not a slot machine, *Fey* does not disclose a plurality of reels and *Fey* does not disclose at least one payline. Accordingly, *Fey* cannot disclose a plurality of paylines as included in Claim 25. Moreover, *Fey* does not disclose a bonus game. Accordingly, *Fey* cannot teach or suggest making the chances of a player entering the bonus round be dependent upon the player's wager per payline. Indeed, *Fey* does not allow the player to change a wager for any single one of the coin slots. Claim 25 includes the player's success in the bonus round being dependent upon the number of

lines wagered by the player. Since *Fey* does not disclose a plurality of paylines, a bonus round, or a slot machine, *Fey* cannot disclose the success of a bonus round being dependent upon the number of paylines wagered in the base game of a slot machine.

Additionally, *Mayeroff* does not disclose the features of Claim 25. *Mayeroff* discloses a game which enables the player to enter a bonus round based on achieving a combination of bonus symbols on the slot machine reels. Thus, *Mayeroff* at most discloses the player's advancement to the bonus round being dependent on the number of paylines wagered. *Mayeroff* does not disclose, teach or suggest it being desirable or any means for making the player's advancement to the bonus round based on the wager per payline. Moreover, as included in Claim 25, *Mayeroff* does not teach or suggest making the player's advancement to the bonus round based on the wager per payline and the player's success in the bonus round based on the number of paylines wagered.

Accordingly, it is respectfully submitted that amended Claim 25 and Claims 26 to 27 and 29 to 34 which depend from amended Claim 25 are in condition for allowance. The obviousness rejection of Claims 29 to 34 are likewise rendered moot.

Newly added Claim 35 is directed to a slot machine including a plurality of reels, a plurality of symbols on the reels, a plurality of paylines associated with the reels and a bonus game having a designated bonus award. The bonus game is initiated by a designated symbol or combination of symbols on one of the paylines. The odds of generating the designated symbol or combination of symbols vary based on one of (a) a number of the paylines wagered and (b) a wager per payline. The odds of generating the designated bonus award in the bonus game vary based on the other of (a) the number of the paylines wagered and (b) the wager per payline. The designated bonus award has a constant payout for all combinations of the paylines wagered and for all the wagers per payline. The *Fey Klondike* game and *Mayeroff* do not disclose, teach or suggest this combination. Accordingly, it is respectfully submitted that new Claim 35 and new Claims 36 to 37 which depend from new Claim 35 are in condition for allowance.

An earnest endeavor has been made to place this application in condition for formal allowance and in the absence of more pertinent art such action is courteously

solicited. If the Examiner has any questions regarding this Response, applicant respectfully requests that the Examiner contact the applicant's attorney, Adam Masia, at (312) 807-4284 to discuss this Response.

Attached hereto is a marked-up version of the changes made to the specification and Claims by the current response. The attached page is captioned **"Versions with Markings to Show Changes Made."**

Respectfully submitted,

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BY



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VERSION WITH MARKINGS TO SHOW CHANGES MADE

In the Specification:

The paragraph beginning page 2, line 1 has been amended as follows:

Progressive slot machines contain jackpots that increase every time a player plays the slot machine. A linked progressive includes two or more slot machines connected to a common jackpot, each of which individually contribute to the jackpot. An individual progressive slot machine has a ~~self-contained~~ self-contained jackpot, wherein the jackpot grows with every play. The machines usually take a percentage of the player's bet such as 10%, and add it to the jackpot. The jackpots can reach sizeable amounts, e.g., \$1 million, before a player "hits" or wins the jackpot. Such sizeable jackpots become very attractive to players. Furthermore, as the jackpot grows, so does overall payout percentage of the game.

The paragraph beginning page 2, line 11 has been amended as follows:

Regardless of the type of progressive, known games typically require the player to play the maximum bet to be eligible to win the progressive jackpot. Even on a single payline dollar machine, the maximum bet can be \$5 (max bet on most slot machines is 5 credits per payline). Many players who are not willing to wager such an amount, or consistently willing to wager such an such an amount, are thus excluded from having an opportunity to win the progressive jackpot and enjoy its associated payout increase. A known progressive slot ~~machines~~ machine that requires a max bet to enable the player to win a jackpot includes a "Megabucks" game by IGT, the assignee of this invention.

The paragraph beginning page 3, line 18 has been amended as follows:

Other slot machines require the player to wager the max bet, i.e., the highest possible number of credits on each of the paylines, or max lines, i.e., at least ~~on~~ one coin per payline before the game enables the player to win a predetermined award from a game of the gaming device. A known slot machine that requires a player to wager a max bet to enable the player to win an award includes a "Video Wheel of Fortune" game by IGT. In each of these situations, it is desirable to provide a gaming device having a game that enables any player to be eligible to win the award and enjoy its associated payout increase, regardless of the amount wagered.

The paragraph beginning page 6, line 12 has been amended as follows:

It should be appreciated that although the average investment necessary to win the jackpot does not vary, the jackpot itself does not have to remain constant, such as in the progressive game described above. The return on investment, which is a function of the jackpot amount divided by the

average total necessary investment can thus vary over time or upon playing different turns of the gaming device. Such a change of return on investment, however, applies equally to small stakes as well as large stakes players. The return on investment as a function of time or event can therefore vary; ~~however~~ However, the return on investment, at one time or upon one event, as a function of the amount of a player's wager (including components of the player's total wager), is constant.

The paragraph beginning page 7, line 9 has been amended as follows:

When the gaming device of the present invention is a slot machine, there exists two well known and standard components to the player's total bet or wager; namely, (i) the number of paylines ~~or components~~ that a player has bet and (ii) the player's bet per active payline ~~or component~~. Increasing the likelihood that a player will win at a slot machine as the player increases the total bet via increasing the number of paylines, when the winning symbols or combinations remain constant, is well known and is, in fact, one of the purposes of employing multiple paylines. The present invention, however, contemplates changing the winning symbols or combinations and thereby providing more favorable odds when the player plays more paylines. The present invention also contemplates increasing the likelihood that a player will win at a slot machine as the player increases the total bet via increasing the bet per active payline. The present invention further contemplates increasing the likelihood that a player will win at a slot machine as the player increases the total bet via increasing the paylines and the bet per active payline. For purposes of this application, ~~payline and component or wager component are referred to herein interchangeably, although it should be application that a "wager component"~~ includes but is not limited to a payline.

The paragraph beginning page 12, line 12 has been amended as follows:

Fig. 12 is a front plan view of a portion of the gaming device 40 which includes the apparatus necessary to carry out the method of Game 1 of Fig. 11, wherein the present invention varies the odds as a function of the bet per payline in the base game;

The paragraph beginning page 12, line 16 has been amended as follows:

Fig. 13 is a front plan view of a portion of the gaming device 40 which includes the apparatus necessary to carry out the method of Game 2 of Fig. 11, wherein the present invention varies the odds as a function of changing the number of paylines wagered and the odds as a function of changing the bet per payline in the base game;

The paragraph beginning page 12, line 21 has been amended as follows:

Fig. 14 is a front plan view of a portion of the gaming device 40 which includes the apparatus necessary to carry out the method of Game 3 of Fig. 11, wherein the present invention varies the odds as a function of changing the number of paylines wagered in the base game and the odds as a function of changing the bet per payline in the bonus round;

The paragraph beginning page 13, line 3 has been amended as follows:

Fig. 15 is a front plan view of a portion of the gaming device 40 which includes the apparatus necessary to carry out the method of Game 4 of Fig. 11, wherein the present invention varies the odds as a function of changing the bet per payline in the base game and the odds as a function of changing the number of paylines wagered in the bonus round;

The paragraph beginning page 13, line 8 has been amended as follows:

Fig. 16 is a front plan view of a portion of the gaming device 40 which includes the apparatus necessary to carry out the method of Game 5 of Fig. 11, wherein the present invention varies the odds in the base game and the bonus round and provides an additional odds constant in the bonus round;

The paragraph beginning page 13, line 13 has been amended as follows:

Fig. 17 is a front plan view of a portion of the gaming device 40 which includes a preferred embodiment of the present invention; and

The paragraph beginning page 13, line 15 has been amended as follows:

Fig. 18 is a front plan view of a portion of the gaming device 40 which includes the apparatus necessary to carry out the method of Game 6 of Fig. 11, wherein the present invention provides an odds constant in the base game and varies the odds in the bonus round.

The paragraph beginning page 21, line 11 has been amended as follows:

Referring to both Figs. 3 and 4, it should be appreciated that the odds curve of Fig. 3 and the payout ratio line of Fig. 4 for the present invention do not require the jackpot y to have any particular value. In the example the jackpot is \$10,000, however, the jackpot can have any value, e.g., \$10, \$100, \$1,000, \$100,000, \$1,000,000, etc. The jackpot y can also vary over time or as a function of a gaming device event, i.e., from game to game. For example, on one spin of the reels 34 (Figs. 1A and 1B), the jackpot can be \$5,000 and on the next one spin the jackpot can be \$15,000, etc. The graphs of Figs. 3 and 4 apply to one spin of the reels or one turn at the gaming device. Within one spin or turn, the odds at

winning a particular jackpot are better the more a player wagers, but the payout ratio for that particular jackpot is the same despite the amount wagered. The present invention thus includes progressive games described above. Even if a particular progressive jackpot increases while the reels of a slot machine are spinning, the present invention still applies to whatever value is ultimately available for the player to win.

The paragraph beginning page 22, line 4 has been amended as follows:

To aid in the description of the present invention, it is helpful to illustrate the relationship, or lack thereof between the odds, the wager x , the award or jackpot y and the payout ratio z for other known gaming devices. Referring now to Fig. 5, a graph illustrates the odds as a function of a player's bet for the normal operation (i.e., non-jackpot award) of known slot machines. The graph includes the odds of winning an award 440 100 along the y-axis of the graph and the amount wagered or player's bet 102 along the x-axis of the graph. Known gaming devices maintain predefined odds for each paying symbol or combination of symbols. The player can obtain more favorable odds by playing more paylines at one time, which increases the player's wager.

The paragraph beginning page 28, line 12 has been amended as follows:

It should be appreciated by one skilled in the art that in the method and apparatus of Fig. 12, \$100,000 will have to be wagered, on average, to win the \$10,000 award regardless of the amount that the player bets. It should also be appreciated that the ~~players~~ player's odds of winning, according the equation, $\text{odds} = y / (x * z)$, become more favorable to the player as the player increases the player's wager. It should further be appreciated that one skilled in the art can implement a similar game to Game 1, wherein the game provides and the paytable displays different winning combinations having varying odds or chance at being randomly generated, and wherein the combinations and thus the odds change as a function of a change in the number of paylines wagered.

The paragraph beginning page 29, line 18 has been amended as follows:

It should be appreciated by one skilled in the art, that in Game 2, \$100,000 will need to be wagered, on average, to win the \$10,000 award regardless of the number of paylines wagered or the bet per payline. It should also be appreciated that the ~~players~~ player's odds of winning, according the equation, $\text{odds} = y / (x * z)$ become more favorable to the player as the player increases the number of paylines wagered and/or the bet per payline.

The paragraph beginning page 34, line 7 has been amended as follows:

It should be appreciated that in Game 4, \$100,000 will need to be wagered, on average, to win the \$10,000 award regardless of the number of paylines wagered or the bet per payline. It should also be appreciated that the ~~players~~ player's odds of winning, according the equation, $\text{odds} = y / (x * z)$ become more favorable to the player as the player increases the player's wager. It should further be appreciated that the odds of entering the bonus round become more favorable to the player as the player increases the bet per payline and the odds of winning the bonus round become more favorable to the player as the player increases the number of paylines wagered.

The paragraph beginning page 41, line 15 has been amended as follows:

When the player finishes playing the spin grid game 154, and assuming the player has at least one spin, the player moves onto the second bonus game, which ~~is comprised on~~ includes a spinning wheel 156 having a plurality of wedge-shaped sections and a fixed cursor 158. The cursor 158 designates one of the wedge-shaped sections at all times. The wedges include a plurality of shields 160, a plurality of awards 162, preferably at least one free spin plus award 164 and preferably at least one free spin plus a shield 166. The number of shields 160, number of free spin plus shield wedges 166 and the overall number of wedges affect the overall odds of obtaining shields. If the player obtains five shields, the player wins the grand prize or jackpot, as illustrated by table 168. The game also preferably provides consolation awards for obtaining one through four shields.

In the Claims:

Claim 1 has been amended as follows:

1. (Amended) A gaming device comprising:
a controller, ~~including~~ that includes means for determining an amount of a player's wager ~~including each component of said wager;~~
a plurality of wagers;
the wager including a plurality of different types of wagerable components;
a display device connected to said controller;
a game adapted to be displayed to a player by said display device; and
said game having odds of said player winning a designated one of the award ~~maintained by said controller, said odds changing whenever any component of said wager changes;~~ said odds of winning changing linearly when either one or both of the different wagerable components of said wager changes.

Claim 2 has been amended as follows:

2. (Amended) The gaming device of Claim 1, wherein said odds of winning said designated award increase ~~as said amount of~~ linearly when any component of said wager increases.

Claim 3 has been amended as follows:

3. (Amended) The gaming device of Claim 1, wherein the game includes a plurality of reels and ~~at least one component is~~ a payline, and wherein said designated odds of winning said award increase when said player increases an amount wagered on said payline.

Claim 6 has been amended as follows:

6. (Amended) The gaming device of Claim 1, wherein the game includes a plurality of reels and ~~a plurality of components which include~~ a plurality of paylines, and wherein said odds of winning said designated award increase as said number of wagered paylines increases.

Claim 12 has been amended as follows:

12. (Amended) A slot machine comprising a plurality of reels, a plurality of paylines associated with the reels, a smallest machine allowable wager on each payline, a largest machine allowable wager on each payline, and a jackpot award as an outcome of a player interactive event, wherein said machine enables a player wagering the smallest machine allowable ~~wager~~ on one of said paylines amount to have a chance to win said jackpot award, and wherein a payout ratio of the amount wagered versus odds of winning for the jackpot award is constant regardless of a number of paylines wagered and an amount wagered per payline.

Claim 13 has been amended as follows:

13. (Amended) ~~The gaming device slot machine of Claim 1, which includes a payout percentage for all wagers~~ 12, which includes a plurality of awards, one of which is the jackpot award, and wherein a payout ratio for each of the plurality of awards is constant.

Claim 14 has been amended as follows:

14. (Amended) ~~The gaming device slot machine of Claim 1, wherein a single payout percentage increases as the wager increases~~ the odds of winning the jackpot award increase as the player's wager increases.

Claim 15 has been amended as follows:

15. (Amended) A slot machine comprising a plurality of reels, a plurality of paylines associated with the reels, a jackpot award as an outcome of a player interactive event, wherein said machine enables a player wagering the smallest machine allowable amount to have the lowest probability of winning said jackpot award and odds of winning the jackpot award that increase linearly when either a bet per payline wager increases or a number of paylines wagered increases.

Claim 16 has been amended as follows:

16. (Amended) The slot machine of Claim 12, ~~wherein said jackpot award is fixed~~ 15, wherein a payout ratio for the jackpot award is constant regardless of the number of paylines wagered and the amount wagered per payline.

Claim 17 has been amended as follows:

17. (Amended) The slot machine of Claim 12, 15, wherein said jackpot award is progressive.

Claim 18 has been amended as follows:

18. (Amended) A slot machine comprising a plurality of reels and a plurality of at least one paylines, ~~whereby a player can wager different amounts on said payline, and wherein the odds of winning a defined award as a result of a game of said slot machine change when said player's wager changes where all wagers are eligible for the said award~~ wherein at least one award is provided and the odds of winning the award vary proportionally based on a number of paylines played and also vary proportionally based on a number of credits wagered per payline.

Claim 19 has been amended as follows:

19. (Amended) The slot machine of Claim 18, ~~wherein said game~~ which includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the amount wagered per payline.

Claim 20 has been amended as follows:

20. (Amended) The slot machine of Claim 18, ~~wherein said game~~ which includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the amount wagered per payline and upon at least one odds constant.

Claim 21 has been amended as follows:

21. (Amended) The slot machine of Claim 18, ~~wherein said game~~ which includes a production of a plurality of symbols on said reels, said award being dependent upon a production of a predetermined symbol or symbol combination on a payline, said symbol or combination being dependent upon the amount wagered per payline.

Claim 22 has been amended as follows:

22. (Amended) The slot machine of Claim 18, ~~wherein said game~~ which includes a production of a plurality of symbols on said reels, said award being dependent upon a production of a predetermined symbol or symbol combination on a payline, said symbol or combination being dependent upon the number of wagered paylines.

Claim 23 has been amended as follows:

23. (Amended) The slot machine of Claim 18, ~~wherein said game~~ which includes a bonus round of said slot machine.

Claim 24 has been canceled without prejudice or disclaimer.

Claim 25 has been amended as follows:

25. (Amended) A slot machine having a base game comprising a plurality of reels and a plurality of paylines, whereby a player can wager different amounts on a number of said paylines, and wherein the odds of winning an award as a result of a game of said slot machine ~~change whenever said player's wager changes~~ of entering a bonus game from the base game change depending on the player's wager per payline and a number of opportunities to achieve an award in the bonus game change depending on a number of paylines wagered.

Claim 26 has been amended as follows:

26. (Amended) The slot machine of Claim 25, wherein the odds of ~~winning an award as a result of said game change when said wager amount per payline changes~~ entering the bonus game change as a result of different reel symbol combinations having different probabilities based on the wager per payline.

Claim 27 has been amended as follows:

27. (Amended) The slot machine of Claim 25, wherein the odds of ~~winning an award as a result of said game change when said number of wagered paylines changes~~ entering the bonus game change proportionally based on the wager per payline.

Claim 28 has been canceled without prejudice or disclaimer.

Claim 29 has been amended as follows:

29. (Amended) The slot machine of Claim 25, ~~which includes a bonus round of said slot machine in which said player can win said award, wherein the number of wagered paylines affects the odds of triggering said bonus round, and wherein the wager amount per payline affects the odds of winning said award once said bonus round has been triggered~~ wherein each of the paylines passes through a single paystop on one of the reels.

Claim 31 has been amended as follows:

31. (Amended) The slot machine of Claim 25, ~~which includes a bonus round of said slot machine in which said player can win said award, wherein the wager amount per payline affects the odds of triggering said bonus round and wherein the number of wagered paylines affects the odds of winning said award once said bonus round has been triggered~~ wherein the bonus game includes multiple levels, a first level having odds depending on the number of paylines wagered and a second level having constant odds.

Claim 32 has been amended as follows:

32. (Amended) The slot machine of Claim 31, wherein at least one odds constant also affects the odds of ~~winning said award once said bonus round has been triggered~~ the first level.

Claim 33 has been amended as follows:

33. (Amended) The slot machine of Claim 25 ~~31~~, wherein the ~~odds of triggering said bonus round are predetermined, and wherein the number of wagered paylines and the wager amount per payline affect the odds of winning said award once said bonus round has been triggered~~ first and second levels each include a random generation device selected from the group consisting of: a spinning wheel and a spinning reel.

Claim 34 has been amended as follows:

34. (Amended) The slot machine of Claim 33, wherein ~~at least one odds constant also affects the odds of winning said award once said bonus round has been triggered~~ the bonus game award has a payout ratio that is constant regardless of the number of paylines wagered and the wager per payline.

New Claims 35 to 37 have been added.

In the Claims:

Claim 1 has been amended as follows:

1. (Amended) A gaming device comprising:
a controller, ~~including~~ that includes means for determining an amount of a player's wager ~~including each component of said wager;~~
a plurality of wagers;
the wager including a plurality of different types of wagerable components;
a display device connected to said controller;
a game adapted to be displayed to a player by said display device; and
said game having odds of said player winning a designated one of the award ~~maintained by said controller, said odds changing whenever any component of said wager changes;~~ said odds of winning changing linearly when either one or both of the different wagerable components of said wager changes.

Claim 2 has been amended as follows:

2. (Amended) The gaming device of Claim 1, wherein said odds of winning said designated award increase ~~as said amount of~~ linearly when any component of said wager increases.

Claim 3 has been amended as follows:

3. (Amended) The gaming device of Claim 1, wherein the game includes a plurality of reels and ~~at least one component is~~ a payline, and wherein said designated odds of winning said award increase when said player increases an amount wagered on said payline.

Claim 6 has been amended as follows:

6. (Amended) The gaming device of Claim 1, wherein the game includes a plurality of reels and ~~a plurality of components which include~~ a plurality of paylines, and wherein said odds of winning said designated award increase as said number of wagered paylines increases.